

A Dish Best Served Cold

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

by Mick Hitch

Dyvers has an underbelly that moves to its own rhythm. Only adventures quick on their feet and careful with their sword-arm can meet its challenges and live another day. Are you shrewd enough to thrive the City of Sails? And adventure for characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Dyvers, the City of Sails, may look like a fine and upstanding town of trade on the surface, but deception is its meat and drink. There is never a wax or wane of the moons when there isn't some faction plotting the demise of a rival within the city. Now is no exception.

One of the most powerful factions in the City of Sails is the mysterious Alliance, perhaps one of the most powerful organizations of thieves in the entire Flanaess. The Alliance controls nearly every aspect of criminal activity in Dyvers, as well as similar "trades" in much of the surrounding countryside. The Alliance is organized into 'underguilds' of the various types of thievery, including burglars, thugs, and pickpockets. The PCs are about to be caught in a private war between several of these Guildmasters.

Timmorn Darkeyes, the leader of the Infiltrator's Guild, has had enough. She came to Dyvers three years ago, intent on gaining as much power within the Alliance as she could. She, along with many of her fellow adventuring companions, has settled into the City, strengthening the Alliance and dealing with its annoyances. One of those annoyances is Moloch Davier, the master of the Fence's Guild.

Moloch Davier gained his position the old-fashioned way; he had his predecessor assassinated. He is considered to be a bit of a coward by most in the guild, and by all rights he should be dead by now. However, he is very knowledgeable of the trade patterns of the Flan, and he has proven to be a wily negotiator. Because of this value, the man has never been touched.

In truth, Davier is a spy. He has been well paid by an unknown power within the Pomarj to gather all the information he can about the layout of the dark ducts and tunnels that run under the city, for what reason he does not know. He has also been subtly learning more and more about the shipping patterns of Dyvers. To this end, he has been making some rather bold statements within the Shadow Council.

Davier claimed that the smuggling of illegal goods in Dyvers should rightfully fall under his jurisdiction. Alcorn Calabreezie, the head of the Smuggler's Guild, responded that Davier had it backwards, that the fences of the city should answer to him. The two leaders now hate one another, but dare not act openly; the Master Thief is not tolerant of blood feuds within his ranks, at least overt ones.

Recently the feud became personal. Tham Syken, the sadistic leader of the Pickpocket's Guild, apparently beat Jhon Siggoran, Calabreezie's best ship captain, to death. Davier orchestrated the attack as cover for his successful stealing of Jhon's smuggling diary. When Timmorn found out that Davier had hired the brute to "rough up" one of her best friends, she knew the time had come for revenge.

Timmorn spent a good deal of her resources to spread rumors to her enemies' ears. First, Syken was told

that Davier planned to eliminate him and gain control of the Pickpocket's Guild. Syken was enraged, but after a talk with his long-suffering mentor Falon Deccenson, he grudgingly decided to lay low.

Davier was then told that Syken was aiming to kill him off, in order to keep Davier from double-crossing him. This piece of news had the predictable response from Davier; he contacted an assassin to put a hit on Syken.

Davier plotted out his plan with the assassin. He would challenge the "Pockets" to a rumble (the Alliance's preferred method of feuding) to settle the dispute. If Syken comes to the rumble and is brought down by Davier's men, all the better. But during the battle, Syken would have his guard down long enough for the assassin to slip in, and take him before he even knew what was happening.

Unfortunately for Davier, the woman he hired was none other than Timmorn herself, clothed in the guise of Beryl the elven assassin. Armed with this knowledge and opportunity, Timmorn plans to have her vengeance over Syken and (with the help of the PCs) over Davier as well.

It should be noted that Tham Syken did not kill Jhon Siggoran. While it is well known that Syken attacked Siggoran, his fists did not deliver the killing blow. Jhon Siggoran died of a sword wound to the heart. Timmorn knows this, but doesn't care. All that matters is that her friend is dead, and she requires blood vengeance. Syken and Davier will do for starters.

The PCs are unaware of Timmorn's plan for them, and she prefers it that way, at least to begin with. She will subtly direct the party into the hire of Syken. From there they will fall into the web of intrigues and murder she has woven and gain the motivation (Timmorn hopes) to defeat Davier.

Before you run the adventure, review the Dramatis Personae and the history of the Alliance. While this information may not necessarily be revealed to the players, it will help you get a feel for the intrigues of the organization. In particular, note the section on Guild Law and Rumbles.

Adventure Summary

Scene One: The characters meet by Thrommel's Gate and are lured to talk with Fanel Deccenson. He hires the party to represent his Guild in a rumble.

Scene Two: The party goes to a warehouse where the rumble is set to happen. They encounter their opponents, an adventuring party like themselves. The PCs can settle the rumble any way they like, but their opponents are not going to accept defeat easily.

Scene Three: When the party goes to the Bird in Hand Inn to gain their reward, they find Syken dead at his table. Timmorn has gained her vengeance, and she leaves the PCs an obvious clue to send them after Davier.

Scene Four: The clue leads the PCs to a sage's messaging service. For a price the sage Serian can tell them many

things about the Alliance. But perhaps the adventurers can help him solve a small problem...

Scene Five: At Davier's pawnbrokerage, the PCs meet up with Jusmine Siggoran, an apprentice rogue who wants vengeance for her father's death. If the party allows her to join with them, her skills may prove useful in dealing with the several nasty traps Davier has laid.

Scene Six: Davier is attempting to make his getaway through the sewers, and the PCs catch up with him in a main floodwater tunnel. Davier pits his Pomarj protectors (a band of...kobolds?) against the party. If that wasn't enough, the floodgates open and the rainwater from the ongoing storm comes smashing through the tunnel.

Epilogue: Timmorn helps save any PCs caught by the water and thanks them for their efforts. She will reward them with tokens of favor and a fine meal.

Scene One: Abandon Trust, All Ye Who Enter Here

The PCs begin the adventure at Thrommel's Gate, one of the prominent landmarks of the city. This bustling entryway into the city is a prime spot for adventurers:

Dyvers is not called The City of Sails without reason. From your vantage point, you can see hundreds of pieces of white billowy sailcloth, attached to the masts and riggings of myriad caravels, knarrs, and other fine ships.

The light breeze brings the salty scent of the Nyr Dyv, and only a few wispy clouds cover a brilliant blue sky. It promises to be a beautiful day, and all seems right with the world.

Of course, what is pleasant for some is the height of boredom for a hearty adventurer such as you. You have come to Thrommel's Gate seeking others who would join you in finding fortune and glory. You've heard rumors that this is the best place to find such companions. It seems the rumors are true. Several other likely heroes seem to be milling about as well.

Give the players a chance to meet and introduce themselves. When this is done, read on:

Your attention is suddenly caught by the small sobs of a young child. Near a corner of one of the shops sits a girl who can't be more than five summers old. She has her head hung low, her arms wrapped around her knees. She wears a plain brown peasant's dress, and her face, what you can see of it, is streaked with tears.

This is Talia, a curly red-haired moppet who specializes in being cutely distracting. If the PCs talk to her, she tearfully tells them that she's lost her mother in the crowd of people, and doesn't know where to find her. She will try to take the attention of one of the PCs who looks to have something readily available to steal. When she has a PC suitably distracted, pass this message to another member of the party, preferably one with a high Spot skill or Intelligence score.

A small boy sneaks up behind (name of player) and filches a few coins off his/her person. The boy slips off into the crowd before you can react.

This pilfering will occur whether or not they talk to the girl, although interaction with her while it is happening should be encouraged. The boy is to be given an automatic success of his Pick Pockets skill, and at the very least makes off with a few silver pieces the character had forgotten about.

As soon as the boy has run off, read the following:

You hear a cry of relief from one side as a striking blonde-haired woman in a dark green cloak comes out of the crowd. "Talia!" she cries, "Gods be praised! You scared me half to death!" The girl turns, and her face suddenly beams with joy. "Mommy!" She leaps into the woman's arms, hugging her tightly. The mother strokes her child's hair, and says, "It's fine, dear. Let's go meet up with your father." She gives a parting smile to you and your companions. "Thank you for watching after her." Then she and the girl move off through the crowds of merchants, sailors, and townsfolk.

With a successful Spot check (DC 12) PCs will note the woman's piercing violet eyes.

The woman is Timmorn, clothed in an illusion created by her necklace. She's doing her friend Falon a 'favor' by scouting out a likely bunch of mercenaries he can hire to represent the Pickpocket's Guild in the rumble. She was the one who gave the players the rumor to meet by Thrommel's Gate, and is now pointing them out to Falon by this little bit of thievery.

How the scene progresses from here is up to the party. By this time the PCs should have the suspicion, if not the full realization, that they've been had. Don't let the players get bogged down arguing about whether the boy could pickpocket the PC. The skill succeeded, and that's that.

- If the PC who spotted the theft doesn't inform his friends of what he/she saw, you can move immediately to Scene 1B.
- Larcenous PCs may take the young one's example and try a bit of filching of their own. The crowded street makes it easier to accomplish (DC 18 to the Pick Pocket check). Allow one try per PC before moving the plot along. If the PC is successful, he/she gains a small purse with 2d8 gp in it. Remember that the PC must be a member of the Alliance to avoid a day in the stockades if caught.
- If the party wants to take any hostile actions against the woman or the children, remind them that assault is a crime in Dyvers. They are in a crowded area, and there are at least a dozen guards here, with a squad of the city guard just inside the Gate. If they insist on combat, the guards will overwhelm them with numbers, take them into custody, and put them on the pillory for a month.

- If they go looking for the boy, Talia, Timmorn, or one of the guardsmen they will spot the trio talking to a guard by the Gate. Timmorn has been keeping an eye on the party; when they spot her, she will wink at them and dart into an alleyway with her two young partners in crime. By the time the party gets to the alley, it will be empty.
- Timmorn and the children have escaped through an open sewer grate. Should the party try to go down the grate, have Falon meet with them (see Falon Steps from the Shadows below). If they insist on investigating the sewer, they will find themselves at an intersection of two tunnels, with several smaller branching tubes at various points in the walls. The wet stone and foul odor makes it virtually impossible to track them.
- The guard has just been paid the city's 'thieving tax,' and as such, he will be of little help to the party in apprehending the thieves. In fact, he will flatly refuse to believe that the children were criminals at all. If the PCs get insistent, the guard will take down their names, occupations, and places of residence, and promise to inform them if he finds out any more information about this crime.

Scene 1B: Falon Steps from the Shadows

When the party has had some time to react to the thievery, read (or paraphrase) this:

A cloud moves over the sun's rays, dimming the light of the street. Strange how the area seems just a bit more ominous now, the shadows a bit more pronounced.

Suddenly, you hear a "Psssssst!" from the nearby alleyway. A silhouetted figure is gesturing for you to come closer.

If the party hesitates (a likely prospect at this point), the figure will step into the light, although he will not move fully out into the street. In either case, they will get a good look at him.

The figure is a rather oddly-dressed, scruffy human, of perhaps 50 years of age. He is stoutly built, and stands with a slight slouch. His dark hair is peppered with gray, as is his full beard. His clothes would be that of a fine merchant gentleman, if it were not for the fact that they are covered in grime and soot. A wide-brimmed black hat sits atop his head. He peers at you through a set of wire-rimmed spectacles and chuckles softly.

This is Falon Deccenson, who wishes to hire the PCs to represent the Pockets in the upcoming rumble. Use the Dramatis Personae to get an idea of Falon's personality. He speaks with a thick Dyvers (similar to a Cockney English) accent:

"The City seems to be treating you poorly today. Perhaps I can bring you a bit of cheer and a bit of coin. Would you be interested in some mercenary work? I have need of skilled adventurers such as yourselves."

If the PCs refuse to get involved with Falon, the adventure will end here. If they show interest, however, Falon will gesture them into the alleyway; he will not speak of these matters on the open street.

"I am Falon Deccenson, and I believe you've met a few of my compatriots. Oh, here..."

Falon will toss the PC who was pickpocketed a small bag, in which they will find the coins they had lost.

The man grins. "I apologize for the loss. My kids have a good work ethic, but they tend to get a bit carried away. In a way, though, I'm glad they marked you. I am in a spot of trouble, and I worry for my little ones' safety.

"You see, there's a gang of scoundrels from the Trades District who wish to take over the, um, business I and my associates run. They're a bunch of heartless penny-pinchers who'd run my children into the ground. I can't allow these ruffians to take control of our area. I need some good-hearted adventurers who are willing to step in and defend the freedom of my little group of urchins. Will you help me?"

Falon is not feeding the PCs any blarney, he truly fears for the children's safety. After all, if he doesn't find a group to fight for the Pockets, Falon would be forced to have his children fight (emphasize the plight of the orphans to paladins and other Lawful Good PCs who seem hesitant). He is also telling them the truth (as he knows it), and he is not evil, should any PCs be looking for such. He also has the unshakeable opinion that he is teaching his 'pupils' the skills they will need to survive; no arguments against thievery will convince him otherwise.

If the party asks about payment, Falon tells them he can give them a lump sum of 250 gp (not each, total), half now, and half upon successful completion of the mission. He can't be talked any higher than that at this point; he wants to keep the impression that he's a poor and needy keeper of orphans, which he is, except for the poor and needy part. He will also mention that the PCs would gain a favor from his 'family.' Falon will reveal no specifics of the mission out until he has the party's commitment.

The party must indicate they are willing to help if they are to continue the adventure. When they do, Falon sighs in relief.

"My thanks to you. Here is the situation. The leader of another organization has challenged us to a group fight; the winner gaining full claim over the northern sprawl of the City. As you can imagine, we have few brawlers in our little group; we rely more on stealth than brute force. I would like you to represent us in this fight. With your numbers, it should be an even battle, and with your skill, I feel confident you will prevail.

"Now, the time for this duel is at high sun today. It will take place in a warehouse owned by a neutral third party. I know adventurers like you are skilled in the arts of combat, but be careful all the same. While you are not required to kill them, they may have no qualms about killing you.

"Once you have successfully bested these rogues, go to the Bird in Hand Inn two bells after high sun. My partner Tham

Syken will be waiting for you there, and he will have the rest of your reward waiting for you."

Falon will answer any questions pertinent to the mission to the best of his ability. There is a lot he *won't* tell, however:

- He knows that Syken believes the Pockets are in danger of being overrun, but he does not know about the threat on Syken's life. He will admit reluctantly that Syken is the true leader of the Pickpockets, but will give no hint of the higher echelons of the Shadow Council.
- Falon knows a lot about the Fence's Guild, but is a strong believer in honor amongst thieves, even when it comes to one's rivals. The only information that he will venture is the nature of its business, the trade of illegal and stolen goods within the city.
- Since this rumble is a formal challenge to the Pocket's authority, Falon and Syken must deal with it under the rules of the Alliance. If the party offers solutions other than going to the fight, he will insist that he has no other option and reluctantly explain his situation.
- Questions about Syken will bring a sigh and a shake of the head from Falon.

"Tham Syken. There's a man who's stayed in the shadows too long. He was one of my students; the best worker I'd ever seen. But as he grew to adulthood, so did his muscle, and his anger. He bullied his way to the top of my family, he did. He's killed more than one man with his bare hands, and not that far in the past, either. I'm not saying this to scare you, my friends. I just wouldn't advise tempting fate by testing the man's temper, is all."

Falon is referring to Syken's attack on Jhon Siggoran, although he won't reveal that directly to the PCs. Falon believes Syken killed Siggoran in a fit of rage, and he does not know about Davier's deal with Syken.

- Questions about the trio of thieves will bring an amused chuckle from Falon. Talia and the little boy (whose name is Chamley) are two siblings whose parents abandoned them, and have been taken care of by the Pickpockets for almost two years now. As for the woman, all Falon will say is that "she's a special lady who watches over us." Falon and Timmorn are good friends; Falon considers her to be his most trustworthy ally in the Guild, and Timmorn respects Falon's paternal instincts towards his underlings.
- Falon will underscore the fact that the party does **not** need to use lethal force in this battle; indeed, the party does not need to fight at all.

Once the party is ready, he gives them the address of an "empty warehouse" in the northwest corner of the city. High sun is about three hours away, so the party has time to get any last minute equipment or to scout out the warehouse.

Scene Two: Let's Get Ready to Rumble

Note: This encounter may be overpowering for the PCs. It is meant to be; there is a good chance the PCs will be defeated. Defeat does not equate death, however. It is noted strongly throughout this encounter that the rival party will attack to subdue. Only if the PCs become overly aggressive or make the NPCs suitably angry will lethal force be used.

Let the PCs decide when they wish to go to the warehouse. If they decide to scout out the building, they must arrive over one hour before high sun to be there before their rivals. In this case, use Scene 2a. If they arrive anytime afterwards, go to Scene 2b. In either event, the following describes what they see as they leave for the warehouse.

The sun has yet to reappear as you trudge through the streets of Dyvers. Clouds have built up in the sky, stubbornly refusing to allow the sunlight to pass. The overcast sky hasn't slowed down trade any; markets, warehouses, shops, and caravan stalls line every street.

As you round a corner, you see the building Falon referred to. It is a large structure, two stories tall, made of solid-looking timber. The walls of the building have darkened almost to black from the elements; it looks very old. There are no windows that face the street, and only one set of large double doors, large enough for a wagon to be pulled through.

These are the NPCs the party will either fight or talk to in this scene:

Olaf and Sven: These two twin barbarian brothers hail from the wilds of the Northlands, and they look the part. They are every bit the arch-typical Norse Viking type, and they speak in loud voices with goofy Nordic accents. Have fun when playing them! Remember, however, that while they are very good at playing dumb, they are actually quite crafty. They use this to make the PCs underestimate them.

Jann and Alagor: These two are a half-elven brother and sister team who specialize in the deadly art of the bow. The two are the only family each other has, and each will sacrifice their life if the other is in mortal danger.

Lester: A brown, curly haired man in his mid-40's, he's every bit the rogue and scoundrel one would expect. He'll talk glibly enough, but he's not above sneaking an attack on a foe and escaping into the shadows.

Shara: A beautiful slender elven woman dressed in dark blue robes, Shara is among the least likely of people to talk to the PCs. She has been nearly killed by 'friendly fellow adventurers' before, and now she tends to cast spells first and ask questions later.

Scene 2a: Ya Gotta Know the Territory

The layout of the warehouse is shown in **Player's Map #1** (You have a near identical copy, GM Map #1. Don't show this one to the players!) There are several good hiding places on the main floor for thieves to use for a sneak attack opportunity. Anyone who looks for these places specifically can make a Spot check (DC 15). Success will give them a +2 circumstance bonus on Hide rolls.

The catwalk on the second floor surrounds the combat area on three sides and gives enough of a distance to make firing a crossbow or short bow a feasible idea. The penalties for firing into a melee combat still apply, however.

The spiral staircases on either side of the building lead up to an office space, with an empty desk and two bookshelves, one on either side of the room. Observant characters (DC 10 Spot check) will notice a lack of dust on the floor, shelves, or desk. (The warehouse is actually a meeting place/dueling arena for the Guild, so the room is well used.)

On the other side of the office is the room's most interesting feature. Five large windows look out over the entire warehouse, and the center one is without a windowpane. This area provides half cover from missile attacks originating from the floor, as described in the Player's Handbook. (+4 to AC, +2 to Reflex saves) Spellcasters here can see most of the main floor, including the catwalks.

Their opponents will arrive about an hour before high sun. Refer to Scene 2c for their stats. Note that Sven and Jann may not be in the rival party, depending on the number of players at your table. Lester will be the first in, scouting out the area as quietly and sneakily as he knows how. Lester knows about the nooks and crannies in the main floor, and specifically looks for any PCs hiding there. If allowed, he will circle around the area, checking the catwalks and the office windows. He will then sneak out, reporting back to his party members about what he's seen.

The opponents are adventurers, just like the PCs, and they aren't stupid. They will try every opportunity to catch the PCs by surprise. They will not hesitate to come charging in if one of their party is attacked, however.

If the party attempts a parlay with their rivals, they can learn a few interesting things:

- Olaf and Sven are proud to boast that Moloch Davier has hired them; as they consider him to be a powerful merchant baron.
- The two will chortle that the big man Tham Syken is too much of a coward to face them himself. Davier told them to specifically target Syken, and take him down.
- Olaf will let drop the gossip he heard about this feud: He heard the fight is not about territory, but rather about the murder of a ship captain a tenday ago. He doesn't know much about the murder, only that a large bear of a man supposedly strangled the captain, JhonSiggoran, on the piers not ten feet from Siggoran's own ship. This is why Davier has specifically targeted Syken.

- They will also promise the party (if asked) that they will only fight to subdue.

Only Olaf and Sven will willingly show themselves to the party. The others know their value lies in being stealthy and staying at long range. A fight will occur, assuming neither party is willing to surrender. Olaf and Sven certainly won't, so it is up to the party.

If the party does surrender to Olaf and Sven, the two laugh, and accept it with good grace. They head out to report their victory. The players can then go back to talk with Syken. (Go to Scene 3) If they avoid reporting back, the adventure is over for them.

The opponents are not really interested in dueling to the death (although they will do so if provoked). In fact, Olaf and Sven offer these terms: The two best fighters in the party against Olaf and Sven, unarmed. If the party accepts these terms, the combatants will square off, sans weapons. Use the unarmed combat rules from the Player's Handbook. If the players try anything underhanded (such as other party members interfering in the fight, using deadly weapons or force, etc), all of the rival party will attack, and no quarter will be given.

There is also the possibility of negotiation. All Falon wants is for his children to be left alone. If the party can work out a deal that guarantees the Pockets safety, that will satisfy him. Olaf and the rest are willing to talk.

Scene 2b: Okay, Frontal Assault on Three...

Note: Don't forget to check out the building description in Scene 2a

When the party enters the building, Olaf and Sven will greet them. (Note: if the table has only 4 players, Sven will not be here) They both start out in position B on the GM map. They are friendly and genial enough. If the party stops to talk, they might learn the bits of information Olaf and Sven provide above in Scene 2a.

Soon enough, however, they will get down to business. Olaf and Sven are crafty fighters, and they will not give away the positions of their party. In fact, the duo acts as if they are all that's needed to defeat the party. Once combat is engaged, however, the truth is revealed.

Jann and Alagor are up in the catwalks ("A" on the GM map), arrows knocked and aimed at the party. (Jann is not here if there are less than 6 players at the table.) Lester is hidden behind one of the crates (T on the GM map), waiting for an opportunity to sneak attack. Shara is looking out of the open window (W on the GM Map), with *invisibility* cast upon her (or in Tier 1, ducked down below the edge of the window).

Again, if the party agrees to surrender, Olaf and Sven will accept it and leave with their party to report back to Davier. The party must report back to Syken if they are to continue the adventure; otherwise, hand out the score sheets.

The opponents are not really interested in dueling to the death (although they will do so if provoked). In fact, Olaf and Sven will offer these terms: The two best fighters in the party against Olaf and Sven, unarmed. If the party

accepts these terms, the combatants will square off, sans weapons. Use the unarmed combat rules from the Player's Handbook. If the players try anything underhanded (such as other party members interfering in the fight, using deadly weapons or force, etc), all of the rival party will attack, and no quarter will be given.

There is also the possibility of negotiation. All Falon wants is for his children to be left alone. If the party can work out a deal that guarantees the Pockets safety, that will satisfy him. Olaf and the rest are willing to talk.

Scene 2c: The Fight

Each Tier has tactical advice, based on the varying abilities of the opponents. Don't feel obligated to use them, however. If you find another option that better challenges the party, do it! Keep in mind, however, that the opponents will not use lethal force unless the PCs do.

If the table has only 4 players, Sven and Jann will not be present. If the table has only 5 players, Jann will not be present. The odds are (more or less) even in this fight, at least in terms of numbers. If Sven is not present and the party opts for a 2 on 2 brawl, Alagor will be Olaf's partner.

Note that spells that have been ~~crossed-out~~ have been precast.

Tier 1

Olaf and Sven, male human Bbn2: CR 2, Medium-size humanoid; HD 2d10+4; hp 16; Init +1 (Dex); Spd 40; AC 17 (chain +5, shield +1, Dex +1); Atks +4 melee (1d8+2 [crit x3] battleaxe, 1d3+2 fists); SA: Rage; AL N; SV Fort +5, Ref +1, Will +0

Str 14, Dex 12, Con 14, Int 12, Wis 10, Chr 10

Skills: Climb +4, Jump +4, Listen +6, Wilderness Lore +6; Feats: Power Attack

Equipment: chainmail, shield, battleaxe.

Jann and Alagor, male and female half-elves Ft.r2: CR 2, Medium-size humanoid; HD 2d10+2; hp 14 each; Init +2 (Dex); Spd 30; AC 15 (studded leather +3, Dex +2); Atks: +3 melee (1d6+1 [crit 19-20/x2], short sword, 1d3+1 fists) or +5 ranged (1d6 [crit x3] short bow); AL LN; SV Fort +5, Ref +2, Will +0

Str 12, Dex 14, Con 14, Int 10, Wis 10, Chr 12

Skills: Climb +4, Jump +4, Listen +6, Spot +6; Feats: Precise Shot, Point Blank Shot

Equipment: studded leather armor, short sword, short bow

Lester, male human Rog2: CR 2; Medium-size humanoid; hp 10; Init +2 (Dex); Spd 30; AC 14 (leather +2, Dex +2); Atks +2 melee (1d6[sub] sap); SA: Sneak Attack; SD: Evasion; AL N; SV: Fort +1, Ref +5, Will +0

Str 12, Dex 14, Con 12, Int 14, Wis 10, Chr 10

Skills: Hide +6, Move Silently +6, Spot +4; Feats: Weapon Focus (sap)

Equipment: leather armor, sap

Shara, female elf Wiz3: CR 3; Medium Humanoid; HD 3d4+6, hp 12; AC 15 (*mage armor* +4, Dex +1); Attacks: +0

melee (1d4-1[crit 19-20/x2] dagger); AL LN; SV: Fort +3, Ref +3, Will +4

Str 8, Dex 12, Con 14, Int 16, Wis 12, Chr 12

Skills: Concentrate +8, Spellcraft. +8; Feats: Lightning Reflexes, Silent Spell

Equipment: dagger

Spells: 0-lvl—*daze*, *ghost sound*, *mage hand*, *prestidigitation*; 1st-lvl—~~*mage armor*~~, *magic missile*, *sleep*; 2nd-lvl—*web*, *blindness*

Tactics: At this tier, the opponent's main advantage is preparedness. If they can get the drop on the party, they can surround on all sides. Non lethal force will be used unless the party uses lethal force. For example, Olaf and Sven use the flat of their axeblades, Lester uses a sap rather than a dagger to sneak attack, etc. The archers and Shara will avoid using their arrows and damaging spells unless necessary. The opponents at this tier do not want to kill the PCs, just defeat them.

Tier 2

Olaf and Sven, male human Bbn4: CR 4, Medium-sized humanoid; HD 4d10+8; hp 30 each; Init +1 (Dex); Spd 40; AC 17 (splint mail +6, Dex +1); Atks +6 melee (1d8+2 [crit x3] battleaxe, 1d6+2 [crit x3] handaxe, 1d3+2 fists); SA: Rage; AL N; SV Fort +6, Ref +2, Will +1

Str 14, Dex 12, Con 14, Int 12, Wis 10, Chr 10

Skills: Climb +6, Jump +6, Listen +8, Wilderness Lore +8; Feats: Power Attack, Two Weapon Fighting

Equipment: splint mail, battleaxe, handaxe.

Jann and Alagor, male and female half-elves Ft.r4: CR 4, Medium-sized humanoid; HD 4d10+4; hp 25 each; Init +2 (Dex); Spd 30; AC 15 (studded leather +3, Dex +2) Atks +5 melee (1d6+1 [crit 19-20/x2], short sword, 1d3+1 fists) or +6 ranged (1d6 [crit x3] short bow); SA: nil, SQ: nil; AL LN; SV Fort +7, Ref +3, Will +1

Str 12, Dex 14, Con 14, Int 10, Wis 10, Chr 12

Skills: Climb +6, Jump +6, Listen +8, Spot +8; Feats: Precise Shot, Point Blank Shot

Equipment: studded leather armor, short sword, shortbow.

Lester, male human Rog4: CR 4; Medium Humanoid; HD 4d6+4; hp 16; Init +2 (Dex); Spd 30; AC 14 (leather +2, Dex +2); Atks: +4 melee (1d4 [crit 19-20/x2], dagger); SA: Sneak Attack; SD: Evasion; AL N; SV: Fort +2, Ref +6, Will +1

Str 12, Dex 14, Con 12, Int 14, Wis 10, Chr 10

Skills: Hide +8, Move Silently +8, Spot +6; Feats: Weapon Focus (dagger)

Equipment: leather armor, dagger.

Shara, female elf Wiz6: CR 6; Medium Humanoid; HD 6d4+12, hp 24; AC 15 (*mage armor* +4, Dex +1); Atks: +2 melee (1d4-1, [crit 19-20/x2] dagger); AL LN; SV: Fort +4, Ref +4, Will +6

Str 8, Dex 12, Con 14, Int 16, Wis 12, Chr 12

Skills: Concentrate +12, Spellcraft. +12; Feats: Lightning Reflexes, Silent Spell, Enlarge Spell

Spells: o-lvl—daze, ghost sound, mage hand, prestidigitation; 1st-lvl—~~mage armor~~, magic missile x2, sleep; 2nd-lvl—web, blindness, ~~invisibility~~, Melf's acid arrow; 3rd-lvl—fireball, hold person, Melf's acid arrow (no verbal component needed)

Equipment: dagger

Tactics: The same as Tier One, although the party is a bit more dangerous now. Shara has precast *invisibility* and stands in the window, waiting for an opportunity to sneak in a good spell. Note that Olaf and Sven have the Two Weapon Fighting Heroic Feat; they will use the handaxe in their off hand. They can also do this if they are using their fists in the 2 on 2 brawl. Jann and Alagor will not hesitate to use their Rapid and Precise Shot feats to fire into melee, and Lester can use his Expertise to defend if he gets in trouble.

Tier 3

Olaf and Sven, male human Bbn6: CR 6: Medium-size humanoid; HD 6d10+12; hp 42 each; Init +1 (Dex); Spd 40; AC 17 (splint mail +6, Dex +1); Atks +8(+2)/+3(+2) melee (1d8+2+2 [crit x3] battleaxe, 1d6+2+2 [crit x3] handaxe, 1d3+2+2 fists); SA: Rage; AL N; SV Fort +7, Ref +3, Will +2 (Note: italic bonus from *strength* spell)

Str 15(19), Dex 12, Con 14, Int 12, Wis 10, Chr 10

Skills: Climb +8, Jump +8, Listen +10, Wilderness Lore +10; Feats: Power Attack, Two Weapon Fighting, Cleave

Equipment: splint mail, battleaxe, handaxe

Jann and Alagor, male and female half-elves Ft.6: Medium-size humanoid; HD 6d10+12; hp 35 each; Init +2 (Dex); Spd 30; AC 15 (studded leather +3, Dex +2); Atks +7/+2 melee (1d6+1 [crit 19-20/x2], short sword, 1d3+1 fists) or +8/+3 ranged (1d6 [crit x3] short bow); AL LN; SV Fort +8, Ref +4, Will +2

Str 12, Dex 15, Con 14, Int 10, Wis 10, Chr 12

Skills: Climb +8, Jump +8, Listen +10, Spot +10; Feats: Agility, Precise Shot, Point Blank Shot, Rapid Shot, Mobility

Equipment: studded leather, short sword, shortbow

Lester, male human Rog6: CR 6; Medium-size humanoid; HD 6d6+6; hp 24; Init +2 (Dex); Spd 30; AC 14 (leather +2, Dex +2); Atks +5 melee (1d4 [crit 19-20] dagger); SA: Sneak Attack; SD: Evasion; AL N; SV: Fort +3, Ref +7, Will +2

Str 12, Dex 15, Con 12, Int 14, Wis 10, Chr 10

Skills: Hide +10, Move Silently 10, Spot +8; Feats: Weapon Finesse (dagger), Expertise, Improved Trip

Shara, female elf Wiz8: CR 8; Medium Humanoid; HD 8d4+16, hp 32; AC 15 (*mage armor* +4, Dex +1); Attacks: +3 melee (1d4-1 dagger); SA: nil; SD: nil; AL LN; SV: Fort +4, Ref +4, Will +6

Str 8, Dex 12, Con 14, Int 16, Wis 12, Chr 12

Skills: Concentrate +16, Spellcraft. +16. Feats: Lightning Reflexes, Silent Spell, Enlarge Spell

Spells: o-lvl—daze, ghost sound, mage hand, prestidigitation; 1st level — ~~armor~~, magic missile x2, expeditious

retreat, burning hands; 2nd level — web, ~~invisibility~~, bull's strength x2; 3rd level — fireball, hold person x2, flame arrow; 4th level — ~~improved invisibility~~, ~~minor globe of invulnerability~~ (only precast in Scene 2b)

Equipment: dagger

Tactics: Olaf and Sven have *bull's strength* cast upon them, making them tougher, especially when they rage. Lester is now invisible, thanks to Shara, and her own invisibility is now improved. She will also make sure the *minor globe* is in place as soon as possible if she does not get the opportunity to precast it.

Whether the party succeeds or is defeated, their next logical stop should be the Bird in Hand Inn.

Scene Three: Dead on Arrival

When the party heads for the tavern, read the following:

The Bird in Hand Inn lies just ahead of you along the central road from the East Gate to the center of town. Most people have turned in for the day, as the clouds above have become more threatening. Off in the distance to the west, forks of bright lightning dance amongst the clouds. A weathered sign depicting a raven held in a chokehold by a meaty fist sways in the wind above a doorway.

The outer structure is unadorned and utterly without character, as if it was built to be ignored.

Entering the tavern, you note with some relief a fire crackling in the large fireplace set into one wall. The flames spread welcome warmth from the slight chill of the oncoming storm. A long oak bar lines the opposite side of the entryway. The room has long benches and tables in the center of the room and a row of curtained booths to the side opposite the fireplace.

A grizzled dwarf polishes the top of the counter, which is a bit strange, considering the bar should be over a dwarf's head. He wears a black band around the tip of his beard, contrasting its snowy white color. A group of off-duty dwarven warriors merrily gets soused at a table near the fire. Other than that, there are few patrons in the tavern.

Anyone who goes up to the bar will note that the floor behind it is raised to allow its dwarven bartenders to cater to human clientele. The dwarf behind the bar is Axeforge Brightblade, a retired militia veteran. He owns this bar, along with his brother Fang.

He takes an interest in the PCs; mainly because anyone of the adventuring type is bound to attract trouble, in his opinion. However, being a retired adventurer himself, he's friendly enough with them. If the PCs talk with him, he has a few interesting rumors to give them:

- If asked about the band around his beard, Axeforge will tell the PCs it is a clan mourning band for his friend Jhon Siggoran, who was killed a week ago on the docks. Axeforge will proudly tell of his old adventuring friends, the Seven Sails, and may even spin a tall tale of their exploits. (The members of the Seven Sails are listed in Timmorn's background.

Feel free to improvise a story of their adventures; Axeforge has been known to exaggerate!)

- Axeforge knows that most of his adventuring crew is out in the wilds on missions of various sorts. In particular, Alcorn Calabreezie has been away on a 'privateering expedition,' and won't be back for at least another month. "And when he hears of what happened to Jhon, there'll be hell t' pay."
- Axeforge has heard that Tham Syken beat his friend senseless the night of the murder. While he's not sure if Syken struck the killing blow, he's quite sure it contributed to Siggoran's death. He isn't planning on acting against Syken, however. He will tell the PCs straight out that the man is a Guildmaster of the Alliance. He has no wish to gain the Alliance's wrath by killing one of its own. "Besides," he snorts, "he'll get what's coming to him soon enough. Jhon had many friends. Not all of 'em are as forgiving as I am."
- Axeforge has also heard of some strange goings-on in the sewers. A couple of the sewer workers were in the bar last night, and they talked about hearing the echoing sound of dogs barking in several tunnels under the Trades Ward.

If the party inquires about Syken's whereabouts, he gives a disgusted snort, and jerks his thumb over to the corner booth.

A purple velvet curtain covers the booth, and no sound comes from within, even if the PCs call Syken's name. When they open the curtain, read the following:

A flash of lightning from the outside window blinds you as you open the curtain. In a brief moment, your eyes readjust to see a burly man with sparse blonde hair seated at the table. He looks well muscled under his brown overcoat, and a dockman's cap rests atop his head. Distressingly, a wicked looking ebony blade is lodged in his back, and his shoulders are slumped onto the table. He seems quite dead.

Anyone with healing powers or skills will verify this to be the case. A successful Heal check (DC 15) will determine that the position of the blade severed his spine and killed him instantly. If the roll would succeed at DC 20, the healer knows the blade must have been precisely placed; the killer knew exactly where to strike.

The blade itself is indeed made of ebony, its handle polished with a carving of sylvan scene. Its blade is long and thin, a finely crafted stiletto.

After a few moments to examine the body, something else captures the party's attention:

Suddenly, one of the customers jumps up from a table, knocking over a mug of ale. The cloaked person's hood keeps you from seeing any facial features, but the slender form suggests a female. She dashes out the back door, and the only sound made is the clatter of the metal mug as it hits the floor.

Any adventurer worth their salt will give chase, but it should prove fruitless, at least in the idea of catching the

figure. Timmorn has finished her revenge against Syken, and is leading the PCs to her next clue. She gets a good head start on them, as her table is the one nearest the back door. Her *ring of free action* keeps her safe from spells that would slow her down.

The PCs will run through the inn's kitchen, much to the protest of the serving girls within, and out the back door to an empty alleyway. Timmorn uses her *shadow jump* power at the first opportunity to move out of sight.

In the unlikely event that Timmorn is captured, she will not speak. She will be impressed at their ability to catch her, but her foremost thought will be of escape. She will have no compunction about killing a PC if they mean to do her harm. She will, however, let the PCs escort her to a City Guard, who'll take her into custody, then set her free. Killing Timmorn is an evil act, as she has done nothing to harm the PCs.

In any event, the obvious evidence left by Timmorn should distract the PCs long enough for her to make her getaway. The long cloak she was wearing lies discarded in front of the doorway. A quick search of the garment will produce a polished black stone with an inscription on it and a wooden scroll case.

When the players open the scroll case, hand them Players Handout #1. This note was the original message from Davier requesting the killing of Syken. Anyone who can make a successful Knowledge (Dyvers) check (DC 15) will know the scribe mentioned in the letter has a shop near the Temple Quarter.

Falon has entered the bar at this point, to check on the progress of the adventurers. He is shocked to find Syken dead, although not quite surprised; he has been expecting Syken's crimes to catch up with him. If there are adventurers still in the bar, or the party reenters the tavern, read the following:

Falon shakes his head sadly as he regards the corpse of his former student. "Ah, Tham. Told you this'd happen one day, I did."

He sighs out a long breath, and then looks urgently to you. "Things have taken on a darker tone, and I have another task for you. My boy Tham here was killed by an assassin's blade. Someone wanted him dead very badly, and now I fear for my own life. I would ask you to track down who hired this killer, and bring him to justice. I can promise you twice again your original fee if you will do this."

If the PCs show him the scroll they have found, he will tell them about Serian's Scrolls and Such and that the black stone is a claim token for Serian's message storing service. He will also pay the party their fee for dealing with the rumble, whether they won or lost.

Falon will dismiss out of hand any ideas on capturing the assassin, noting that this murder was professional, obviously the work of a member of the Assassin's Guild. He believes it would be much more simple (and safe!) to track down the employer of the assassin.

While it is unlikely the players will have the capabilities to find out who killed Syken, they may be able to figure out how.

Syken came to his usual booth at the Bird in Hand, and ordered ale. Timmorn, used her *alter self* medallion to look like one of the barmaids, brought him a mug laced with sleep potion. A successful Alchemy check (DC 20) can identify the sleep potion from the empty mug by Syken's hand.

Axeforge will remember seeing the barmaid (named Abigail) serve the drink, but doesn't remember pouring it, which struck him as a bit odd. The barmaids will confirm that Abigail is gone, and will remind Axeforge that she left to visit relatives in Calatran three days ago and isn't expected back until next week.

Once Syken had quietly passed out in his curtained-off corner, Timmorn used her *shadow jump* power to move into the booth. She carefully slid the dagger into her victim, and then slipped out the window, closing it behind her. Anyone who checks the window will find it is not shuttered from the inside, as the other windows of the inn are, and opens easily.

Timmorn then walked back into the tavern, this time simply disguised without magic, to wait for the PCs.

When the PCs are finished investigating, their most logical course is to go to Serian's to find out about the claim token.

Scene 4: A Little Knowledge

The weather has not improved as the players move through the city:

A light drizzle is falling as the clouds settle over the city. Every now and then a crack of thunder echoes through the seemingly empty streets. While there are few people traversing the roads, you can see several figures huddled in the side streets and alleyways, finding what shelter they can from the storm.

After about 20 minutes of bone chilling travel, you find the shop. It's a two-story brick building, with a circular chimney and one large window. A placard on the door bears the symbol of a sage. Beyond that, there is no other indication that this is a place of business.

You enter through the door and find yourselves in a small, somewhat crowded room, only 10 feet square, you'd say. A sturdy-looking ironbound door frames the other side of the wall, and a window with bars is in the wall to your side. It looks more like a moneychanger's office than a sage's domain.

A bell hanging above the doorway announces your presence. Almost immediately, a tall gangly man in light robes steps up to the window, puffing on a pipe. "Can I help you?"

Serian the Sage is a scholar and also one of the best-informed people of Dyvers. His business is not only knowing the history of the city and the surrounding lands, but also acting as a repository for messages, books, deeds, and other important documents.

The PCs can give Serian the black stone, and he will return with a small scroll (Players Handout #2). This scroll is a note left for Moloch Davier (whom Serian will verify has the only other claim stone), from 'Beryl,' Timmorn's alter ego. The letter accuses him of trying to

cheat the assassin out of money, and includes a promise that his involvement will be revealed.

The sage will at this point offer his services, as he specializes in the city's history. While Serian guarantees the privacy of each paper that comes under his care, he does read each and every one, just to be on the safe side. As such, Serian is privy to some of the dearest secrets of Dyvers. He will never betray a confidence, but he does give out general knowledge of the city and its environs, for a price. It's pretty steep, though: 1000gp per question answered.

Serian knows how expensive his services are. Fortunately for the PCs, he has a soft spot for adventurers, as he has several friends in the profession. He's quite fond of puzzles, however, and believes every adventuring party should have at least one nimble mind. If the PCs balk at the price, Serian will make them a deal:

"Tell you what. I have a small problem that you can perhaps help me solve. If you do so, I shall not only help you with your current situation, but I shall give you three uses of my services free of charge. Fair enough?"

If the PCs agree to this, Serian goes over to the iron doorway and leads them into a finely decorated parlor with a warm crackling fireplace. On a table in the middle of the room lies an intricately carved wooden box. The top of the box is framed by a multitude of songbirds, and engraved in the midst of them is what looks to be sheet music (Players Handout #3).

"This box was given to me by a Bardic friend of mine over two months ago. He said I could keep the contents if I could open the box without resorting to force or magic. The method of its opening has eluded me, however. I can find no seam on it, nor can I find any hidden catch. I've even had a musician research the notations carved in the wood, but to no avail. If you can open this box, I will answer your questions."

Serian will not let any PC cast any spells upon the box, claiming it might harm the contents. The box is a magic item called *puzzle box*, and can only be opened intact by a special word hinted at in the carving.

The music is actually a simple substitution cipher, which reads, ***"The music is not the key. Hush little baby, don't say a word, mamma's gonna buy you this."*** The answer, 'mockingbird', is the command word that unseals the box. If the PCs solve the cipher, but not the riddle, an Intelligence check (DC 15) or a check of any musical ability (DC 10) will give them the answer.

Inside the box is a small leather-bound book. Serian is delighted to find out that it's a rare treatise on the ancient history of the nearby Gnarly Forest.

Note that while the puzzle box was indeed sent to Serian as he said, he actually solved the puzzle in a matter of minutes. Rather than simply open it, however, he kept it sealed for an occasion when he wished to give some budding adventurers a bit of a challenge. If the PCs comment on how he should have been able to figure it out on his own, Serian will merely smile enigmatically.

Serian will keep the box, amused by its magic he will not sell it.

Serian does not answer questions by halves. His answers are complete and concise, without any vagueness.

- The scribe knows about the structure and general history of the Alliance (use Appendix A to answer questions about it).
- He has deduced the connection between the murder of Jhon Siggoran and Tham Syken. He knows for a fact that Moloch Davier ordered the hit on Syken, as the scroll the PCs found was once in his care.
- He also knows the information listed in Dramatis Personae of Falon and Davier. He does not know of Davier's spying for the Pomarj, but he finds it quite odd that Davier has risen to the level of power that he currently has.
- Serian knows the least about Timmorn. He is unaware of her dual identity as Beryl the assassin. He does know about Timmorn's history as an adventurer, including the friendship Jhon Siggoran had with Timmorn. Coupled with the long-standing feud between the Fence's and Smuggler's Guilds, he suspects that Timmorn has a hand in this affair.
- Any information that the PCs ask about that is not covered in this module Serian will have to research on. The "questions" are certed, and can be used outside the module. The text on the certs explains how to redeem them.

There is one thing Serian will tell the party for free: The location of Davier's business office, within the Trade's Ward.

Scene Five: Closed for Business

When the PCs head over to Davier's shop, this is what they see:

Moloch Davier's pawnshop is situated at the juncture of three main roads, with a small market area in the center. The area is called Three Corners by the locals, and is a favored place for the working class scribes and bookkeepers to buy lunch during more pleasant weather.

The weather is anything but pleasant, however. The drizzle has turned into a downpour, and the western sky is black with thundering cumulonimbus clouds. The storm blocks the fading light of sunset, which in turn darkens an already overcast sky.

The building you are headed to is a simple one-story affair, a small end piece to the much larger two and three story shops that surround it. In the front is a large picture window, which has blackened drapes covering it from the inside. An awning with a pictogram of three gold spheres keeps the downpour off of the steps leading to the front door. Underneath the awning, you see a small figure fidgeting with the door lock.

Should the players ask, the symbol on the awning is the standard sign of a pawn shop.

The figure is Jusmine Siggoran, a young Alliance rogue and the daughter of Jhon Siggoran. She is here to find Moloch Davier, whom she believes had her father killed.

Jusmine Siggoran, female half-elf Rog2: Medium Humanoid (5 ft. 5 in tall); HD 2d6+4; hp 16; Init +3 (Dex); Spd 30; AC 15 (+2 leather, +3 Dex); Atks +4 melee (1d4 [crit 19-20], dagger) or +4 ranged (1d6 [crit x3], shortbow); SA: Sneak Attack; SD: Evasion; AL: CG; SV Fort +1, Ref +7, Will 0

Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 15

Skills: Bluff +4, Climb +4, Disable Device +6, Disguise +4, Gather Information +4, Hide +9, Listen +3, Move Silently +9, Open Locks +7, Perform +8, Profession (Sailor) +3, Search +5, Spot +4, Swim +4; Feats: Dodge

Equipment: leather armor, dagger, shortbow

Any outward attacks by the party will have her flee; she may want vengeance on Davier, but she's not stupid enough to fight a full party of adventurers. Killing her is an evil act and murder. The PCs who strike her down will be in big trouble. Jusmine has many allies in the City, one of which happens to be her mentor, Timmorn.

If the PCs are reasonable enough with her, she will talk with them and even be inclined to helping them in their search. If treated well, she returns in kind; her friendly outgoing nature will shine through her grief if given the opportunity. Check the Dramatis Personae for details on Jusmine.

Jusmine can relate the following:

- She was the one who found her father on the docks a tenday ago. She knows her father had many bruises to his body, but she also knows he had a large stab wound straight through his chest.
- She was able to talk to her father briefly before he died. While most of what was said between them she shyly keeps to herself, she will relate that he told her Syken had assaulted her. He also said that the sword strike came from behind as he was staggering towards his ship.
- Jusmine also knows the structure of the Alliance, and most of the information covered in Appendix A.
- She has learned through several of her contacts that Moloch Davier hired Tham Syken to rough up her father. She's come to the pawnshop to confront the man and to find out why he ordered the attack.

Jusmine was just about to pick the lock on the door as the party meets up with her. It's lucky she stopped, for the lock is trapped. She's a bit preoccupied with thinking about revenge, so she will not be checking for traps unless a PC suggests it, or she sets one off.

Poisoned needle trap: +5 melee (1d2 [crit x3]) + poison (Fort save to resist (DC 14); 1d6 Str/1d6Str); Search (DC 21), Disable Device (DC 20).

Inside are two rooms, each about 20-foot by 40-foot. The front room looks to have been a shop at one time, but the shelves have been cleared of all goods. There is a scribe's table with a spilled inkwell and a feather quill atop it; and there's not much else in the room.

The back room is Davier's office and sleeping quarters. There's a small cot in one corner, a desk covered with papers near the wall opposite the door, and a shelf filled with books.

The bookshelf contains many scrolls and tomes dealing with the Pomarj and the many wars and battles that the land has instigated. Prominently sitting on the middle shelf is a glittering red gem about the size of a fist. The gem is a ruby, worth about 100 gp, but it is also a trap Davier has set there for his thieving 'allies.' Simply touching it will set off a *glyph of warding*:

Glyph of warding: 5 ft. acid spray (5d4); Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28).

Should the *glyph* be set off, the gem will be destroyed in the process.

The papers on the desk are old pawnshop records from several years ago. Underneath them is a small red book, with the letters JS burned into the leather cover. Listed in the pages are several references to tunnels and duct openings within the sewers, marked as good smuggling entry points. Most of the pages of this book, however, are ripped out. This is the diary Davier stole from Jhon Sigorran's ship. Jusmine can verify that the book is her father's.

A search within the desk drawers (Search DC 15) will find a small velvet pouch. In it is a finely crafted appraiser's glass, with three lenses of varying size. (see the Treasure Summary for a full description)

There is a secret trap door (Search, DC 20) under the desk, where the chair normally would be. The search rolls only determine who spots the door first, as a piece of the rug behind the desk is caught in the door, making it obvious where Davier may have gone...

Scene Six: Sewers and Kobolds and Floods, Oh, My...

The trapdoor has a ladder that goes down about 20 feet to a dirt floor. A small and narrow passageway (5 feet wide) leads downward at a sharp angle for about 60 feet. When the PCs move within 10 feet of the bottom of the ladder, a silent *alarm* spell is triggered, warning Davier of his pursuers.

At the end of the passageway the players finally meet their quarry:

Two torches illuminate this section of a long circular tunnel. A slight ledge on either side hangs over the empty viaduct that the sewer water normally flows through. The duct is dry right now, however, which seems strange, given the storms outside.

On the opposite side of the tunnel is an opening identical to the one you stand in. Framed within that opening is a small man clothed in robes, with a face that bears a startling resemblance to a weasel.

He snarls at you, "Why can't you thrice-damned adventurers mind your own business?" He then points at you, looking down the darkened tunnel. "Kill them."

A chorus of unholy yips and barks echo through the tunnel as he disappears into the opening. From the shadows, a pack of reptilian dog-faced humanoids appear on the ledge opposite you, waving swords menacingly. Their size may not be impressive, but the skill with which they handle their blades warn you that these may not be your typical humanoid foes.

GM Map #2 shows the general layout of the tunnel. Both ends of the tunnel extend into the darkness, although a set of 4 narrow pipes can be seen drawn across the viaduct at the northern edge of the torchlight.

Davier has escaped through a secret stone door in the back of the alcove he was in. Since the door slides downward to close, it will take a combined Strength of 40 to lift it up. There is a secret trigger on the eastern alcove wall (DC 25, Spot) that opens the door. In any event, it will take at least two rounds to get it open. If opened, the door reveals a stone staircase leading to a Sewer Guild's entrance.

Davier's exit is being covered by a band of elite kobold scouts, sent to him by his Pomarj contact. As the text states, they're not your standard kobolds: these kobolds have classes and more hit points than the PCs might expect. Hidden in the shadows of the viaduct, just on the edge of the torchlight, are two kobold sorcerers, one to each side and ready to cast.

Jusmine's reaction is the same in all tiers: She snarls out, "Davier!" and charges into the viaduct to get to the other side. The kobolds will be in the way, and will prevent her from following their leader. She will then fight the kobolds (along with the party, presumably) and will help the PCs when she can. In the higher tiers, she tends to dodge a lot more, maneuvering for sneak attacks and avoiding the deadlier blows. Also note the kobolds of the higher tiers will combat the PCs before Jusmine, considering them a greater threat.

Note: This combat lasts only five rounds. At the end of five rounds (or sooner if the party finishes their assailants off), go immediately to Scene 6b.

Tier One

(6) Kobold Scouts, Ft.11: CR 1; Small-size humanoid (3 ft. tall); HD 1d10; hp 10 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Atks +1 melee (1d6-1 [crit 19-20/x2] shortsword) or +3 ranged (1d8 [crit 19-20/x2] lt. crossbow); SQ: Darkvision 60 ft., light sensitivity; AL NE; SV Fort +2, Ref +1, Will +2

Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Skills: Hide +8, Move Silently +4, Jump +4, Climb +4; Feats: Alertness, Weapon Focus (shortsword), Improved Initiative

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: shortsword, light crossbow and quiver of 20 bolts, leather armor (small-sized)

Karak, male kobold Soc2: CR 2; Small-size humanoid (3 ft. tall); HD 2d4+3; hp 11; Init +1 (Dex); Spd 30; AC 17 (+1 size, +1 Dex, +1 natural +4 *mage armor*) Atks +0 melee (1d4-2 [crit 19-20/x2], dagger); SD: Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +1, Will +4

Str: 6, Dex: 13, Con: 11, Int: 10, Wis: 10, Chr 12

Skills: Hide +8, Move Silently +6, Concentration +4, Gather Information +5; Feats: Toughness

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: dagger

Spells (6/4): 0-lvl—*dancing lights, resistance, ray of frost, detect magic, mage hand*; 1st-lvl—*mage armor, burning hands*, (Note: One 1st level spell has been used to precast Mage Armor)

Tactics: The kobolds should be quicker than most of the party in initiative, so strike fast and first. The sorcerer will alternately burn and freeze the PCs. Their goal is not necessarily to defeat the PCs, but to delay them from following their master.

Tier Two

(6) Kobold Scouts, Fgt3: CR 3; Small-size humanoid (3 ft. tall); HD 3d10; hp 22 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 17 (+1 size, +1 Dex, +1 natural, +4 scale mail); Atks +4 ranged (1d8 [crit 19-20/x2], light crossbow), +3 melee (1d6-1 [crit 19-20/x2] shortsword); SA nil; Darkvision 60 ft., light sensitivity; AL NE; SV: Fort +3, Ref +2, Will +3

Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Skills: Hide +8, Move Silently +8, Jump +6, Climb +6; Feats: Alertness, Dodge, Mobility, Weapon Focus (shortsword), Improved Initiative

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: short sword, light crossbow and quiver of 20 bolts, scale mail (small-sized)

Karak, male kobold Soc4: CR 4; Small Humanoid (3 ft. tall); HD 4d4+3; hp 17; Init +1 (Dex); Spd 30; AC 17 (+1 size, +1 Dex, +1 natural +4 *mage armor*) Atks +1 melee (1d4-2 [crit x3], dagger); SD Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +5

Str: 6, Dex: 13, Con: 11, Int: 10, Wis: 10, Chr 12

Skills: Hide +10, Move Silently +8, Concentration +10, Gather Information +5; Feats: Toughness, Great Fortitude

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells (6/6/3): 0—*dancing lights, resistance, ray of frost, detect magic, daze, mage hand*; 1st—*mage armor, burning*

hands, color spray, (Note: One 1st level spell has been used to precast Mage Armor); 2nd—*Melf's acid arrow*

Tactics: The Kobolds of this tier will use their Mobility and Dodge feats to avoid PC blows as best they can, while moving in for quick shots. The sorcerer is not afraid to cast *color spray* on his own people if he thinks he can get a number of the PCs in the process.

Tier Three

(6) Husky Kobold Scouts, Fgt5: CR 6; Medium Humanoid (4 ft. tall); HD 5d10; hp 30 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 19 (+1 size, +1 Dex, +1 natural, +6 banded mail); Atks +7 melee (1d8+3 [crit 19-20/x2], longsword) or +8 ranged (1d8 [crit 19-20/x2], light crossbow); SA nil; Darkvision 60 ft., light sensitivity; AL NE; SV Fort +4, Ref +2, Will +3

Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 10

Skills: Hide +8, Move Silently +8, Jump +6, Climb +6; Feats: Alertness, Dodge, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword) Improved Initiative

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: longsword, light crossbow and quiver of 20 bolts, banded mail (medium-sized)

Karak, male kobold Soc6: CR 6; Small Humanoid (3 ft. tall); HD ½D8 + Class 6d4+3; hp 23; Init +1 (Dex); Spd 30; AC 17 (+1 size, +1 Dex, +1 natural +4 *mage armor*) Atks +2 melee (1d4-2 [crit x3] dagger); SA: nil; SD: Darkvision 60 ft., light sensitivity; AL LE; SV: Fort +4, Ref +4, Will +6

Str: 6, Dex: 13, Con: 11, Int: 10, Wis: 10, Chr 13

Skills: Hide +10, Move Silently +8, Concentration +16, Gather Information +9; Feats: Toughness, Great Fortitude, Skill Focus (Concentration)

SQ: *Light sensitivity* (Ex)—kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Equipment: dagger

Spells (6/6/5/3): 0—*dancing lights, resistance, ray of frost, detect magic, daze, prestidigitation, mage hand*; 1st—*mage armor, burning hands, color spray, magic missile* (Note: One 1st level spell has been used to precast mage armor); 2nd—*Melf's acid arrow, invisibility* (Note: One 2nd level spell has been used to precast invisibility); 3rd—*lightning bolt*

Tactics: These husky kobolds are some of the most formidable warriors of their race. They will also play it smart and not initially charge in. If the party charges into the viaduct or spreads out on the ledge with missile weapons, Karak will blast as many of them as he can with his lightning bolts. Then the warriors will come in to finish the job.

Scene 6b: Sewer-nami

During these five rounds, Davier has rushed up to the Sewer's Guild entrance. Just inside the entrance is a locked box containing the floodgate switch for the tunnel

below. Davier picks the lock upon it, and on the 5th round pulls the lever to open the gates. (if the party finishes the battle sooner, Davier pulls the lever the round after they finish):

Suddenly, a large rumbling noise can be heard to the south, and the whole tunnel starts to shake like an earthquake in progress. Looking down the south end of the tunnel, you see a huge wall of rainwater filling over two thirds of the tunnel, thundering down the viaduct towards you!

Any surviving kobolds upon seeing this will panic, and try to run, but it will be for naught, and they will be swept away down the tunnel, not to be seen again.

Kobolds should be the least of the player's worries at this point. They have one round before the water hits. If a PC takes no action, they will be swept away by the waters, thrown about several channels within the sewers, and dumped out into the waters of the Nyr Dyv just offshore from the harbor. They will take 1d6 damage per tier level from the ordeal.

There are several ways to avoid this fate, however. A Dexterity check (DC 15) will let those on the ledge slip into the entrances on either side, which will provide enough shelter from the onrush of water. PCs in the viaduct itself will have to make a Dexterity check (DC 20) to make it to the safety of the entrances.

Those who do not succeed on their checks will be initially swept away. However, they will have a chance to grab onto the pipes at the northern end. An attack roll hitting AC 12 will allow the PC to grab onto the pipe.

If they manage this, they need to hang on for three rounds. After that, the current will have slowed enough to let them pull themselves to safety. Hanging on is a Strength check (DC 13). A character with the Swim skill may use that instead.

There are two NPCs who can rescue PCs needing help. Jusmine will be initially caught in the wave of water, but will catch one of the pipes. She will be able to catch a PC who fails a check at the pipes, although saving PCs who are either unconscious or at death's door will be her first choice.

Then there is Timmorn, who came onto the battle from the north end of the tunnel just before the wave hits. Thinking quickly, she has hooked a rope and grapple hook to her belt, and snagged the grapple tightly around one of the pipes. Timmorn will dive into the water and be able to catch any two PCs who are in need of her help. Again, Timmorn will first catch unconscious or fallen PCs.

Of course, Timmorn and Jusmine will only be there to help the PCs if they've been treated decently. If the PCs managed to insult the two, they'll be on their own.

The above idea is only one way the PCs can make it to safety. Reward quick thinking and workable ideas with relative success.

EPILOGUE

This epilogue assumes the PCs followed the trail to Davier, fought his minions, and have not angered Timmorn or Jusmine during the scenario. See the Other Endings section if the players did otherwise.

Once the PCs have gotten to safety, Timmorn will step forward, after making sure any injured PCs she saved are stable.

The woman before you is cloaked in darkness. Dressed all in black, with raven hair to match, she seems at home in the shadows of the flickering torchlight. Her face is angular, yet very attractive, especially her twinkling violet eyes.

"Hmm," she says with a smile, "You've had quite a day. But introductions will have to wait. We need to get over to that door."

If there are party members on the side of the tunnel opposite from the door Davier used, they will need to figure a way across the rushing current. While you should accept any ingenious ways across, don't let them puzzle over it too much. A quick check back in the passageway will reveal two sturdy planks long enough to form a bridge over the water. Timmorn will find them if the party seems stumped.

Jusmine climbed up to the other side and has figured out how to open the stone door, along with any PCs that climbed up to this side. Once the party is fully together, the staircase up will reveal the Sewer Guild entrance shack and the opened floodgate controls.

Timmorn will then introduce herself, using her title as Chief Investigator of the Magister and will ask the party what has happened here. She will be very interested in the evidence of Davier's assassination request for Syken and the recovered diary of Jhon Siggoran.

"You've done quite well. You've identified a traitor to the city and uncovered some disturbing information about our city defenses. Magister Hunter will be quite interested to hear about kobold forces in our sewers. You have my thanks, and my favor. Come, the least I can do is buy you all drinks and food for tonight."

Timmorn leads the party back to the Bird in Hand Inn, where Falon is waiting. When the party explains what has happened, he looks much relieved at the news. He pays the party 250 GP for their work, as promised. Timmorn then asks Axeforge for a full feast for the PCs and her friends.

You notice that the rain outside has slackened, turning into misty drizzle. The fire's warmth combined with the good food and good company, help you relax from the day's unpleasantness. One thing you will say about Dyvers, whether in shadows or in daylight: It's certainly not dull.

Other Endings

If the party had the misfortune to anger either Timmorn or Jusmine, they will not be there to help the PCs. They

can still return to Falon and tell him what they know. As long as they can identify Davier as the purchaser of the hit on Syken, Falon will pay them the extra 250 gp.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Scene One

Handling pickpocketing without violence 10 XP

Scene Two

Winning the Rumble (in combat) 80 XP

OR

Negotiating a settlement that benefits the Pockets (without combat) 80 XP

Not killing any of the rival party 80 XP

Talking with opponents 10 XP

Scene Three

Talking with Axeforge 20 XP

Finding clues on how Syken was killed 25 XP

Scene Four

Solving puzzle 25 XP

Scene Five

Avoiding setting off traps 25 XP

Scene Five

Fighting off the Kobolds 125 XP

Surviving the flashflood 50 XP

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft. is against the law, but may be practiced by some player characters. Items worth more than 200 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items that meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Scene One:

- 125 gp (Half payment for fighting in the rumble)

Scene Three:

- 125 gp (Half payment for fighting in the rumble)
- Masterwork Stiletto (Value 325 gp): This long thin blade is crafted from blackened steel. The carved ebony handle depicts a skyclad elven maiden dancing joyously around an ancient oak trunk. This stiletto, while slightly different than a dagger, is the equivalent of a dagger for game purposes.

Scene Four:

- (3) Services of Serien the Sage: This certificate entitles the bearer to one question answered by Serien the Sage of the Free City of Dyvers. Serien's specialty is the Free Lands of Dyvers and its environs, including the Gnarley Forest and the Nyr Dyv. This certificate may be redeemed in one of two ways: (1) The character, when in the City of Dyvers, can go to Serien and ask a question relating to the above specialty. The GM will then answer the question to the best of Serien's ability. Serien has a +10 in Knowledge: Free Lands of Dyvers, and always uses the "take 20" option for checking his skill. Serien's research will normally take 1d4 hours. If the question falls outside the knowledge of the GM and the module, Serien will tell the PC he cannot

research the question at this time. (2) This certificate can be mailed to Ask Serien, c/o Mick Hitch, 508 5th St #6, Coralville, IA 52241 along with a question relating to the above specialty and a self-addressed stamped envelope. Serien will research the question, and return his results as soon as possible. Please allow 6-8 weeks for processing. This certificate has no GP value, and may not be traded or transferred.

Scene Five:

- 100 gp ruby (if the party recovered it without setting off the glyph)
- Appraiser's Eyeglass (Value 150 gp): This small eyepiece, kept within a red velvet pouch, is specially designed for seeing minute flaws in valuable items. It is a brass tube, about two inches long, with a small slot at one end. One of three supplied crystal lenses can slide into the slot for varying degrees of magnification. This monocle is to be considered Artisan's Tools for the Appraisal and Forgery skills.

Epilogue:

- 250 gp (from Falon for completing the investigation)
- Friendship and/or Dislike: The following characters are either friendly to above named PC, or dislike the above named PC, as marked (circle one):
Falon Deccenson Friendly/Disliked
Timmorn Darkeyes Friendly/Disliked
Jusmine Siggorn Friendly/Disliked
Moloch Davier Friendly/Disliked
If the character is friendly to the PC, he/she will remember the PC favorably, and treat the PC with respect. If the character dislikes the PC, he/she will ignore the PC, and treat the PC unfavorably if confronted. If a PC gains both a Friendship and a Dislike of the same character, the two cancel each other, making both void. [Note to DM: Use your judgment as to whether a PC has earned a Friendship or Dislike from the NPCs. If the PC treated the NPC well and helped the NPC accomplish his/her goals, the PC has earned a Friendship. If the PC was rude or callous to the NPC and hindered the NPC in accomplishing his/her goals, the PC has earned a Dislike. Note that simply investigating Davier earns a Dislike from him]
- 1 Alliance Influence Point from the Infiltrator's Guildmistress: This character has gained a favor from Timmorn Darkeyes and the Alliance of Dyvers. [Note to GM: Award this only if Jusmine is alive and not seriously harmed. PCs who earned a Dislike from Timmorn will not get an Influence Point from her.]

Appendix or DM Aid

DM's Aid 1: New Magic Item

Puzzle Box

These items were originally created by scholarly mages to safeguard their valuables. Contrary to the name, these items can take the shape of any container that closes that is less than 2 foot by 2 foot by 2 foot large. A puzzle of some sort is inscribed on the container, such as a rebus or a cryptogram. These items stay sealed until the solution of the puzzle is given. That solution acts as the “command word” for opening. When the command word is given the box remains open for 5 minutes, and then closes again.

Knock spells are useless against the item, and a successful *dispel magic* spell will only cause the puzzle to disappear for 1d4 rounds.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *Leomund's secret chest* and *misdirection*; *Market Price:* 750 gp; *Weight:* 2 to 100 lbs.

DM's Aid 2: Dramatis Personae

Falon Deccenson

Human Male, Age 45

12th level Rogue, AL: N

Black hair streaked with gray, blue eyes

Falon Deccenson is the erstwhile mentor of a group of larcenous little orphans known as the Pockets. Although officially the Pockets are an underguild of the Alliance, most rogues of the city scoff at the group, considering them to be petty scavengers, and not worth the time. That's just the way Falon likes it.

Falon grew up just like his children did, alone on the streets of Dyvers. As he grew to manhood, he became a defender of his friends and family. When his only family, a little sister named Deanna, was killed by a murderous drunken mercenary, he made it his life's work never to let a child be defenseless on the streets again.

He has organized the orphans of the city into an intricate network of spies and pickpockets. He teaches them the ways of the street and the fine art of filching, as well as making sure they have a roof over their heads and food in their bellies. In return, they provide him with a bounty of coins from what they take off the streets and some of the best information gathering in the city.

For several years, he has let one of his best students, Tham Syken, claim leadership of the Pockets. While Falon disapproves of Syken's bullying ways, he himself is rather intimidated by the man. He keeps his peace, training the young ones, and giving Syken advice when needed.

Role-playing: Falon is a gruff but friendly man, although he does have more than a bit of greediness in him. He likes to play at being the gentleman, especially when it is so obvious that he is not. His devotion to the orphans of Dyvers could almost be considered an obsession. There is no surer way of provoking Falon's temper than to attempt to cause harm to one of his children. He speaks in a thick English Cockney accent.

Timmorn Darkeyes

Drow Elf female, Age 155

7th level Rogue/7th level Shadowdancer, AL: CN

White hair, deep violet eyes (usual appearance)

Timmorn Darkeyes is the current head of the Infiltrators's Guild in Dyvers. As might be expected, there is much more to the woman than meets the eye.

Timmorn is one of the founding members of an adventuring group known as the Seven Sails. Together along with her compatriots Alcorn Calabreezie, Jhon Siggoran, Axeforge and Fang Brightblade, Raymen Babbit, and Wayland Farseeker, she adventured over the waves of the Nyr Dyv for over 20 years. The group disbanded about four years ago, although all of them keep in close touch with each other.

Timmorn's ambition in Dyvers is to be nothing less than the Master Thief of the Alliance. Her past experience, coupled with her sly pirating plans, have earned her the position she now holds in the Alliance. She is also the Chief Investigator of Larissa Hunter's court, and the leader of the mysterious order of the Knights of the Post.

Role-playing: Timmorn's personality is hard to nail down, as she is a master of disguise. When she is not acting in a role, she is an outgoing and fun-loving person. She's enamored of the glamour of aristocracy, so she tends to act like a charismatic rich noblewoman when in public. (Think Bette Davis with an attitude). When her temper flares, however, she can do unspeakable actions that would make even the most evil of creatures blanch.

Timmorn always wears a magical necklace that gives her the power of an *alter self* spell. No matter what disguise she wears, however, the necklace never alters the deep violet color of her eyes. She also wears a *ring of free action*.

Note: Timmorn is a 7th level Shadowdancer, a prestige class detailed in the *Dungeon Master's Guide*. The powers she has that may be relevant in this module are: Hide in Plain Sight: May use the Hide skill even while observed within 10' of shadow; Shadow Jump 40': Can *dimension door* between shadows.

Moloch Davier

Human Male, Age 43
5th level Rogue/3rd level Mage, AL: NE
Black hair, brown eyes

Moloch Davier is the head of the Fence's Guild, and he considers himself lucky to be in that position. It is quite true that he has had more than his share of good fortune.

Raised by poor peasant parents, he vowed never to let anyone force him into poverty. He gained an apprenticeship with a pawnbroker with the city and soon learned the ways of finance and appraisal. He also learned the ways of graft, and the trafficking of stolen goods. His knowledge of what to sell when and to whom was uncanny, and soon he was a member in good standing of the Fence's Guild.

Membership was not good enough for him. He craved control of the Guild. The Guildmaster at that time was a powerful man in the prime of his life, however. Every plan he came up with to get rid of his master came up short. Then one day, he was contacted by a mysterious little man in a cloak and hood.

Davier found out that the cloaked one was a contact for a rising power in the Pomarj. Davier was offered a job as a spy for the City's nemesis. In return, the strange figure would arrange for his Guildmaster's demise. He was as good as his word, and Davier quickly assumed control of the Fence's Guild.

Currently, Davier has been working on gaining the secret smuggling routes through the sewers of the city. He has just about gathered everything he needs to give a full report to his masters. He believes he can now afford to make a few bold moves before he runs to the safety of his benefactors.

Role-playing: Davier considers himself one of the smartest men in Dyvers, and he has no qualms about showing that arrogance. He is a villain through and through; when he talks, it is as if he has a perpetual sneer on his face.

Jusmine Siggoran

Human Half-elf, Age 18
2nd level Rogue, AL: CG
Black hair, sea blue eyes

Jusmine is a favorite daughter of the Harbor area, as she was raised not only by her father and grandfather, but by most of the folk of the Dyvers wharfs. She is the only daughter of Jhon Siggoran, a well-respected ship captain and heir to the Siggoran Shipping Company.

What little is known about her parentage died with her father. He simply arrived one misty morning from an extended sea voyage with her cradled in his arms. His claims as her father have been verified by church divination, but he never spoke of Jusmine's mother. Jusmine has been puzzled and frustrated by her father's silence, but he promised her that one day she would know the truth.

Jusmine now lives with her grandfather Ramius, a retired naval captain. She stands to gain a considerable fortune; The Siggoran Shipping Company is the largest merchant marine fleet in the City. It's a slim chance she'll take on the responsibility of the business, however. She has a free spirit and is much more interested in her father's shadier dealings.

Jusmine is a full-fledged member of the Alliance and is being personally mentored by Timmorn Darkeyes.

Role-playing: Jusmine is a friendly and easy-to-like girl, although she's a terrible tease. She's very competitive and tends to take defeat a bit personally. She is intensely loyal to her friends and her oaths as an Alliance member.

Player's Handout #1

Tom Syken
10,000 GP
left at Serian's

MDv

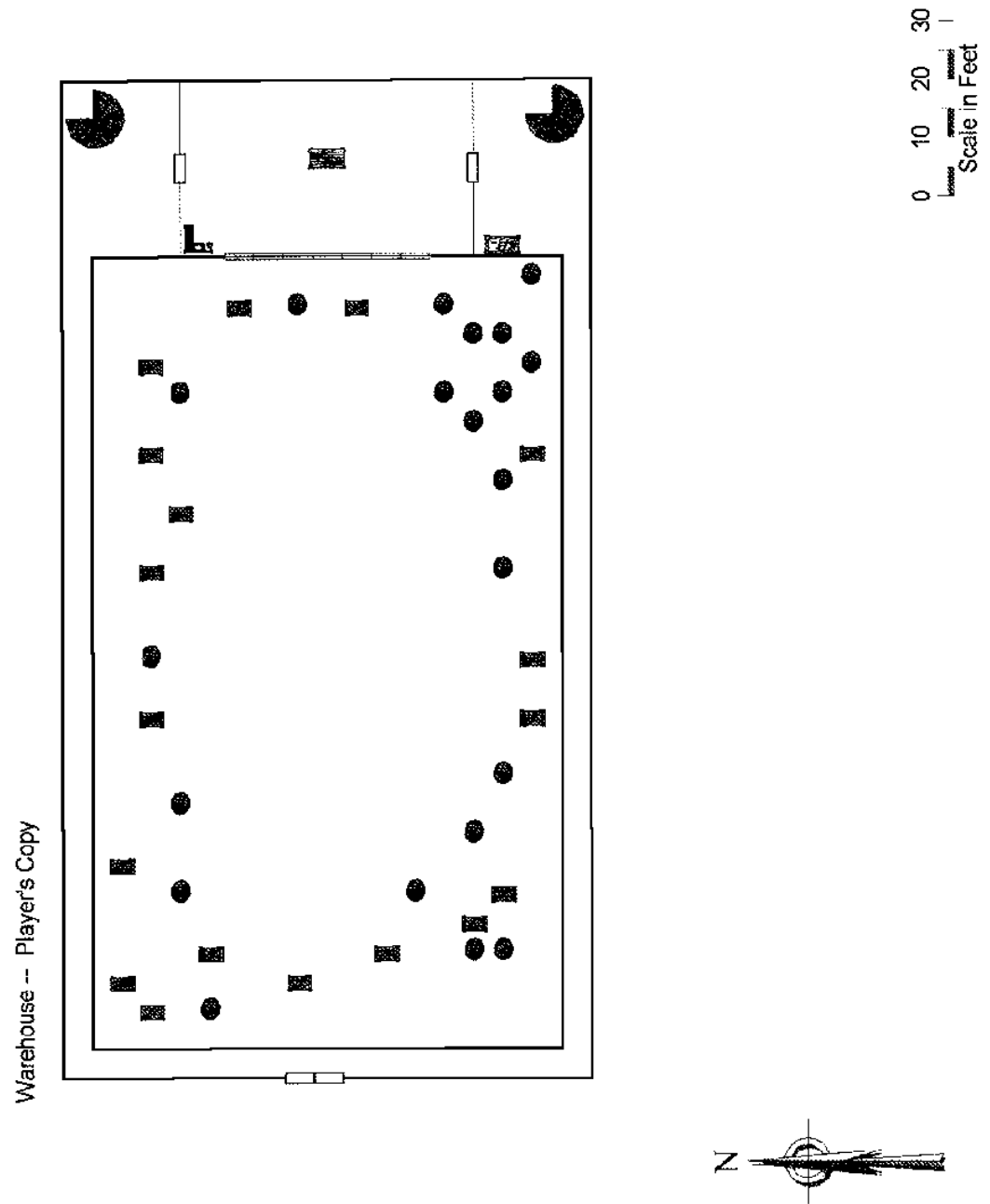
Davier,

Your payment was insufficient by half of what you promised. It is not wise to cheat the Quiet. Be aware that we make no guarantees on your anonymity from this point on. Do not cross us again or the death becomes yours.

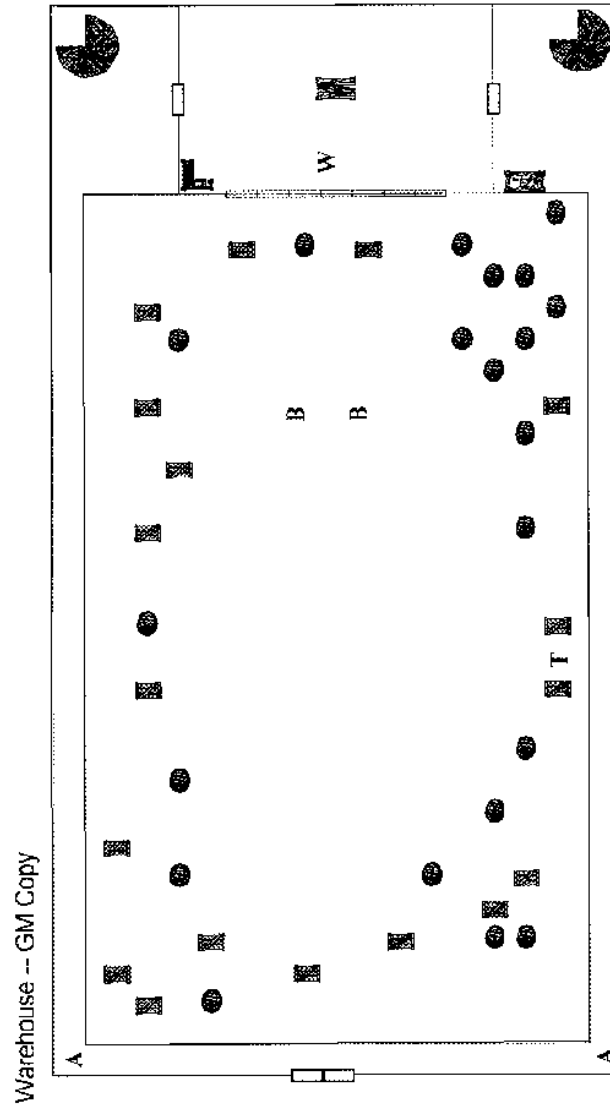
Players Handout #3



Player Map 1

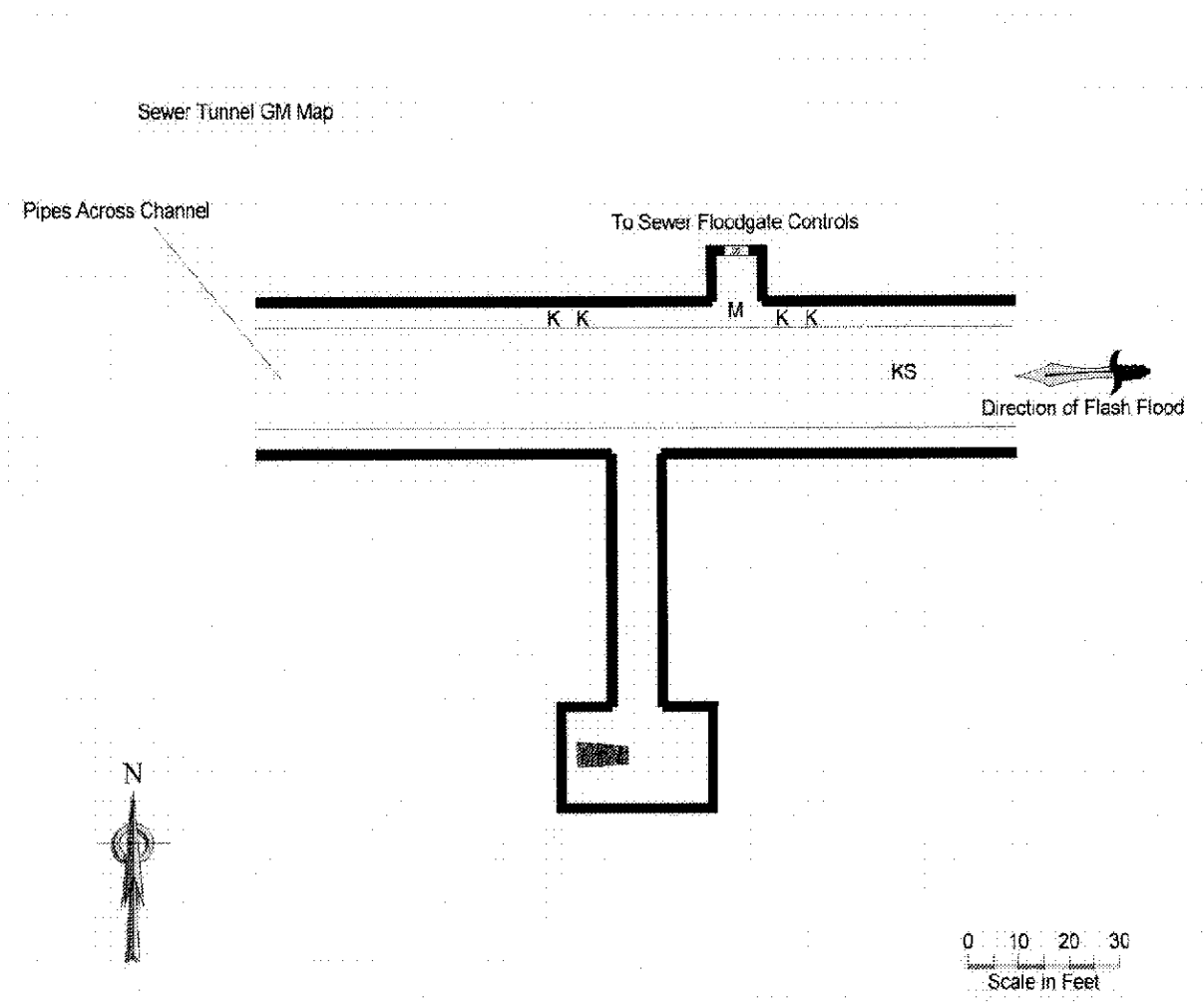


GM Map 1



0 10 20 30
feet
Scale in Feet

GM Map 2



Appendix A -- The Alliance of Dyvers

By Rob Flaherty and Mick Hitch

In the City of Sails, anyone will tell you that there is no Thieve's Guild in Dyvers. They would be telling the truth. The rogues of Dyvers are far too numerous and sophisticated for a mere single guild. In fact, there are **many** different organizations that cater to the roguish arts. These factions, or Underguilds, are united with each other; and together form one of the most formidable powers in Dyvers: The Alliance.

Overview

History: The rogues of the City were not always as united as they are today. Some three centuries ago, the many different organizations (smuggling rings, thug squads, pirate bands, etc.) fought amongst themselves, leading to a vicious series of subtle but deadly gang wars. Several of the more powerful crime families realized that the squabbling would only lead to their own doom. So, in CY 261, three of the leaders (who remain nameless to this day) formed a pact of brotherhood.

Throughout the darkness of the nights, they gave each other gang a choice: join with them, or be wiped out. Those who chose to join swelled their ranks and made it all the easier to squash those who stood against them. There were actually few that chose not to ally. The rogues found over the years how cooperation could net them far more profit and power than they could possibly achieve separately. One of the most powerful leaders of the Alliance in recent years even became Magister of Dyvers. That man was known as Margus.

Margus made sure that his fellow rogues would always feel welcome to ply their trades in his city. Laws were passed that allowed petty thievery without penalty, only requiring a 10% theft 'fine' if one was caught. Guildhalls like the Dungeoneer's Haven were given full license to run within the city, without worry of Guard persecution. Dyvers soon gained a reputation as a den of thieves and cutthroats. Ironically, the openness of rogues within the city made for a much safer life for the citizens, as long as they kept their wits about them.

After some time, Margus grew tired of his position. No one within the high echelons of the Alliance truly knows what motivated him, but Margus decided to step down from his responsibilities as Magister and Master Thief. He also felt it was time to ensure some of the secrecy of the Alliance's power. He handpicked one of his most loyal lieutenants to succeed him and started to plot his own 'demise'.

Working with his chosen successor, the two waited for the right moment. The open call of the Knights of the Hart to annex Dyvers played right into their hands. With cool calculation and open charm, his operatives incited the Captain of the Free Army, Larissa Hunter, into rebelling against a Magister who seemed little concerned with what could be a very real threat. She in turn convinced the Gentry to give a vote of No Confidence in the Magister, and Margus was promptly ousted from his position. Margus himself disappeared, and to this day no one is quite sure where he went, or if he is even still alive.

With the support of the rest of the Gentry, Larissa Hunter became the new Magister of Dyvers. The new government is no-nonsense, ably militant, and has no knowledge of the true forces that make Dyvers the trade power that it is.

Organization: While the criminal work of the Alliance is indeed a unified front, there are many divisions within the guild. Many of these are large enough to be considered guilds in and of themselves. They all answer to the Master Thief, a shadowy figure who controls the guilds' coordinated activities. (**Note:** For clarity's sake, the Master Thief is referred to as a 'he.' This should not be taken as a sign that the Master Thief is male.) Each distinct district of the city has its own "Boss," who is responsible for overseeing the criminal activity within that area.

Above them is the Shadow Council, consisting of the Master Thief and the leaders of the underguilds. Each underguild is responsible for the various types of crime throughout the city. Underguilds have risen and fallen with the times as their importance waxes and wanes in the Alliance. These are the current underguilds working in Dyvers:

Guilds marked with an asterisk (*) are Guilds are openly seen by the public.

- The Circle of Courtesans and Escorts is the branch of the seductive givers of pleasure. *
- The Actor's Hegemony is the Bardic association of Dyvers. *
- The Association of Performing Artists is the branch of street performers and entertainers. *
- The Enforcer's Guild holds most of the Alliance's brute muscle.

- The Infiltrator's Guild is devoted to the fine art of spying and covert operations. Most of the Guild's assassins belong to this underguild.
- The Smuggler's Guild works at the movement of stolen and covert goods through the busy trade port.
- The Fence's Guild deals in the actual trade and sale of such goods.
- The Footpad's Guild is a ring of stealthy second-story cat burglars.
- The Slaver's Guild is a faction of the Alliance created to interact with the Slavelords of the Nyr Dyv.
- The Pickpocket's Guild (usually just called the "Pockets") is a sly group of filching orphans. * (semi-public)
- The Beggar's Guild is an underestimated group of panhandlers and vagrants dedicated to helping the less fortunate of Dyvers. *
- The Dungeoneer's Guild deals with roguish adventurers of all sorts. *

The Master Thief has direct control over the Enforcer's and Infiltrator's Guild. The leaders of these branches are considered to be his prime lieutenants, and they ruthlessly ferret out any treasonous behavior in the ranks of the Alliance. It should also be noted that while it is called the 'Shadow Council,' it is hardly a democracy. The Master Thief is the true power and has the support and loyalty of enough people within the Alliance and throughout the City to overrule the entire Council, if he so chooses.

Guild Law: Most of the Alliance's policing is handled by the Infiltrator's Guild, who acts as a KGB-like Internal Affairs division. Treason against the Alliance is punished by swift and immediate death. Such sentences can be overturned by the Master Thief, though this happens very rarely. Guildmasters have the same authority to mete out punishments as the Master Thief does, as long as the crime falls completely within their jurisdiction. Bosses also have the authority to punish, although they may not kill without the permission of the Master Thief. They may be overruled by any member of the Shadow Council, and the crime must happen within their ward.

Group squabbles are handled a bit differently. The current Master Thief, as Margus before him, is a stickler for a unified guild. Therefore, any potential feuds are almost always ordered to settle it in a "rumble."

Alliance rumbles are held within various abandoned buildings around the City, usually in Wards that are neutral to the two factions. Each side will field a number of fighters. The rules are quite simple. The last man standing wins the issue. The opponents can make deals, trade promises, and fight to the death if they wish. There is always a neutral member of the Shadow Council (sometimes it's even the Master Thief himself!) to keep record of who won, and to make sure promises made are kept. "Honor Amongst Thieves" is enforced here, as deals made in the Rumble are considered binding by the Alliance. Breaking one's word in a rumble is considered treason, and has been the cause of many a death within the Alliance ranks.

Selected Guild Descriptions

The Infiltrator's Guild

Guildmaster: Timmorn Darkeyes (Rog7/Shd7)

Guildhall Location: Unknown

Description: One of the most important branches in the Alliance (and indeed, perhaps even in the city) is invisible to the casual observer of Dyvers. The Infiltrator's Guild is a network of spies, assassins, and troubleshooters that over the years has insinuated itself into almost every aspect of the city. Their membership is the most diverse of the underguilds; stealthy fighters, deadly assassins, diviner and illusionist mages, and even a few clerics are among their ranks. The information that the Infiltrator's Guild supplies to the Alliance is invaluable; from advance notice of caravan cargos, to troop movements with the Pomarj, to what mistresses the high nobles of Greyhawk are seeing. The Infiltrators work in tandem with the Enforcers to police the guild ranks. The Infiltrators find the treachery, and the Enforcers remove it. That's not to say the Infiltrators aren't capable of handing out punishments, of course. The cold-blooded Guild assassins have handled more than one quiet execution.

The Smuggler's Guild

Guildmaster: Alcorn Calabreezie (Rog7/Ftr5)

Guildhall Location: The Bonnie Damsel (when in port)

Description: Dyvers is a town built for sailors; indeed some of the finest ships of the Nyr Dyv were built in the City of Sails. Since waterborne trade makes up the majority of Dyvers business, it's no surprise that the smuggling wing of the guild is oriented toward the water. Alcorn Calabreezie heads a fleet of five guild-owned ships, and his partner JhonSiggoran directs the flow of ill-gotten and illegal goods to and from the various shady captains who enter the busy

trade ports. Ironically, the one underguild it should have the best relation with is its most vocal critic as of late. The Smugglers usually work closely with the Fence's Guild to ensure the smooth trafficking of what is stolen to interested buyers. The Fence's Guild is currently in a subtle struggle with the Smugglers for control of the underworld economy of Dyvers. Allies of the Smuggler's Guild include the Courtesans, the Performers, and the Infiltrators. The latter make good use of the underguild's fleet to deploy its spies throughout the Nyr Dyv.

The Pickpocket's Guild

Guildmaster: Tham Syken (hmFtr5/Rog5)

Guildhall Location: Various abandoned buildings

Description: The Pickpocket's Guild, better known as simply the "Pockets," is less a guild than it is a loosely organized gang of street urchins. Formed under the tutelage of the sly Fanel Deccenson, this band of scruffy-looking children makes it their mission to clean the pockets from those who really didn't need that many coins. The Pockets look out after their own, as most of them are without family. They live in various abandoned buildings throughout the city and have a knowledge of the city sewers that is almost unequaled. The Pockets have currently become a bit more reserved, as one of their nastier members, Tham Syken, bullied his way into the Pocket's leadership and now controls the group through threats of violence.

Notable NPCs: Fanel Deccenson (hmT12), easily one of the stealthiest and fastest pickpockets in the Flan.